

Hero System Cheat Sheet

Hero System task resolution is not difficult. If you can make a bowl of cereal, you can play Hero System.

What's Your OCV?

(Dex/3) + Levels = OCV

- 1) Divide your Dexterity by 3 (round to closest whole number). This number is both your **OCV** and your **DCV**.
DEX 16 / 3 = **OCV 5, DCV 5**
DEX 17 / 3 = **OCV 6, DCV 6**
- 2) If you have "Levels" with a weapon or an attack, add them to your **OCV** when you use that attack. **Write this down once, and you'll never need to think about it again.**
If a character has Dex 16, and 4 Levels with daggers you write down:
OCV 5, DCV 5
OCV 9 with daggers

Did You Hit?

- 1) Add 11 to your OCV.
(same character as above)
11+ OCV 5 = **16**
11 + OCV 9 (with daggers) = **20**
- 2) To hit a target, roll 3d6 (3 six-sided dice), and subtract the total from your (11+OCV). **Write this down once, and you'll never need to think about it again.**
(same character as above)
16 – Roll = DCV hit
20 – Roll = DCV hit (with daggers)
(rolling a "12" on 3d6)
16 – 12 = DCV 4

Doing Damage

- 1) Divide your Strength by 5 (round to closest whole number). This is the base amount of damage dice you do with a punch, or whatever. If you are using a weapon, the GM will tell you how much damage it does.
STR 17 / 5 = **3d6**
STR 18 / 5 = **4d6**
- 2) To do damage, you roll these dice.
- 3) Add up all the dots that show. This is the **Stun** damage.
- 4) Count how many dice there are. If it rolled a "6", that die counts twice. If it rolled a "1", that die doesn't count at all. (Usually, it all evens out.) This number is called the **Body** damage.
6,3,1,1 = 3 Body
- 5) Is the attacker using her fists, a club, or something else blunt? Then the attack is called **Normal**. Your character's natural **Physical Defense (PD)** and her **armor** both protect her from Normal attacks.
Attacker rolls 13 Stun and 4 Body on a Normal attack.
Defender has 3 Armor and 4 PD.
13 Stun – 7 (armor + PD) = 6 Stun taken
4 Body – 7 (armor + PD) = no Body taken
- 6) Is the attacker using a sharp weapon, or claws? Then the attack is called **Killing**. Only your **armor** protects you from the Body damage from Killing attacks, but both your armor and your PD protect you from the Stun.
Attacker rolls 13 Stun and 4 Body on a Killing attack.
Defender has 3 Armor and 4 PD.
13 Stun – 7 (armor + PD) = 6 Stun taken
4 Body – 3 (armor only) = 1 Body taken
There is another, far more complicated way of figuring Killing Attacks. If your GM uses it, let **him** try to explain it to you. It's annoying and needlessly complex.
- 7) You always take at least as much Stun damage as Body damage. If you take 2 Body past your armor and PD, you must take at least 2 Stun from that attack. That Stun doesn't come back until the Body comes back (resting, healing, eating chicken soup, etc.)